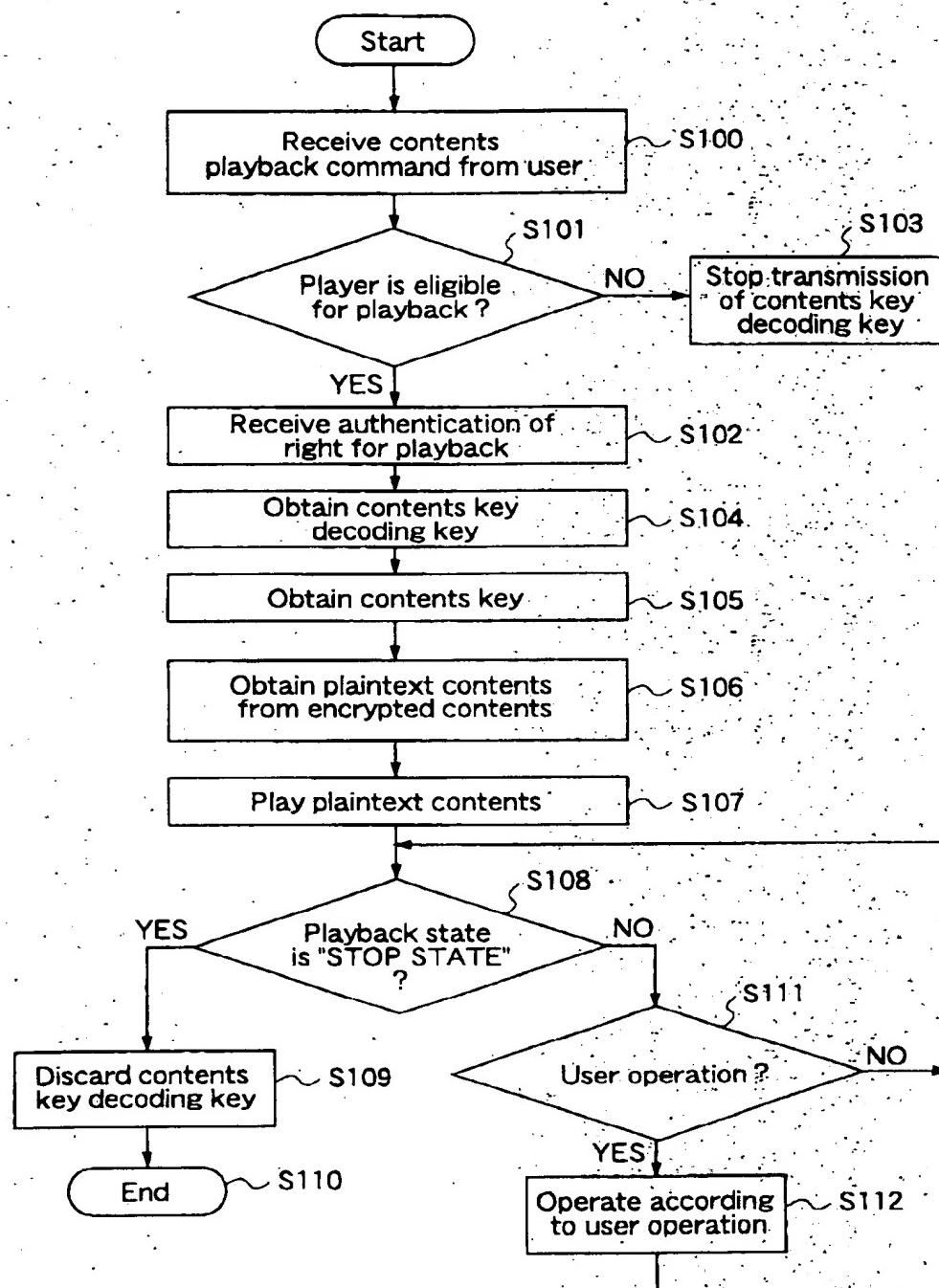
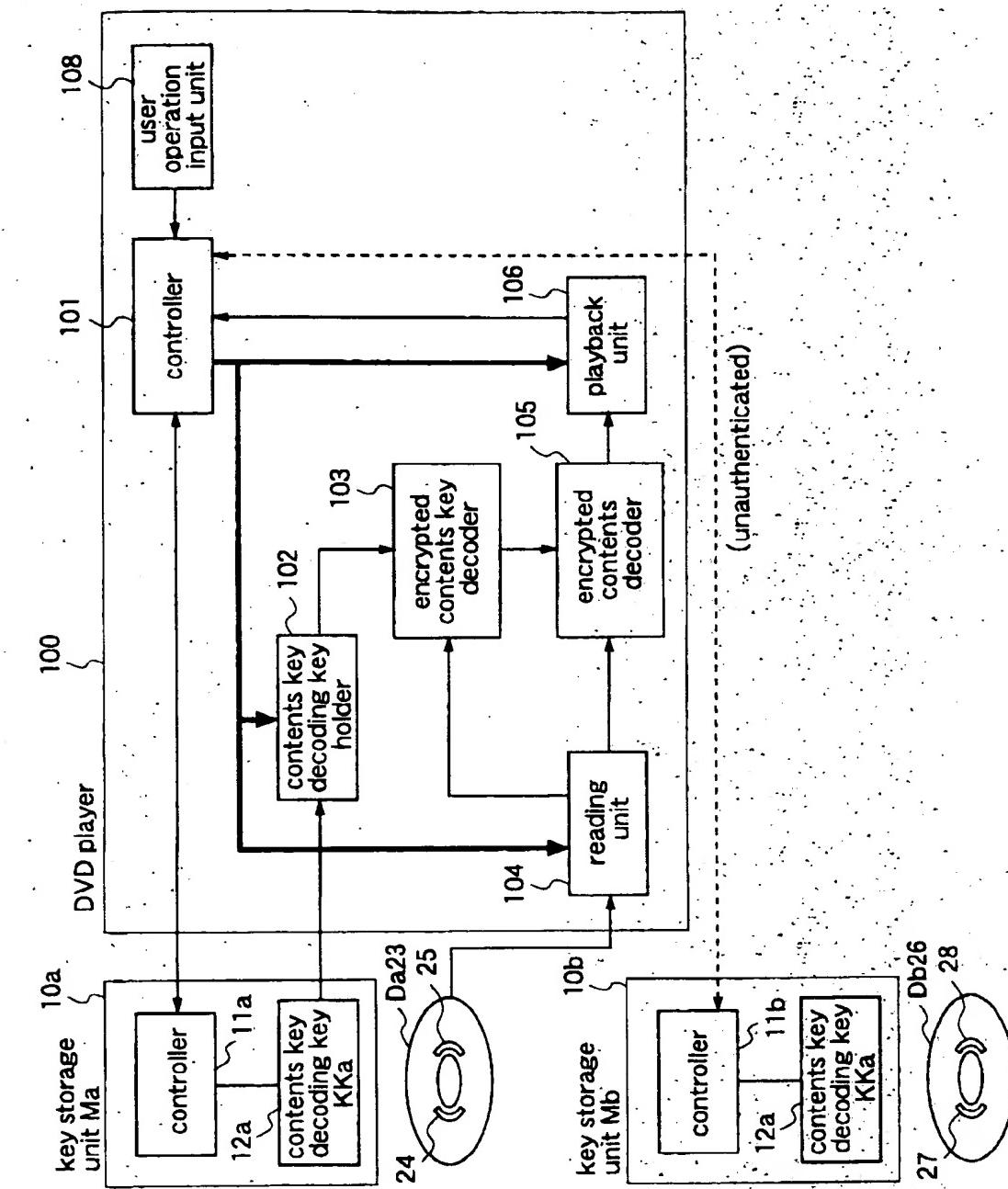


Fig.2





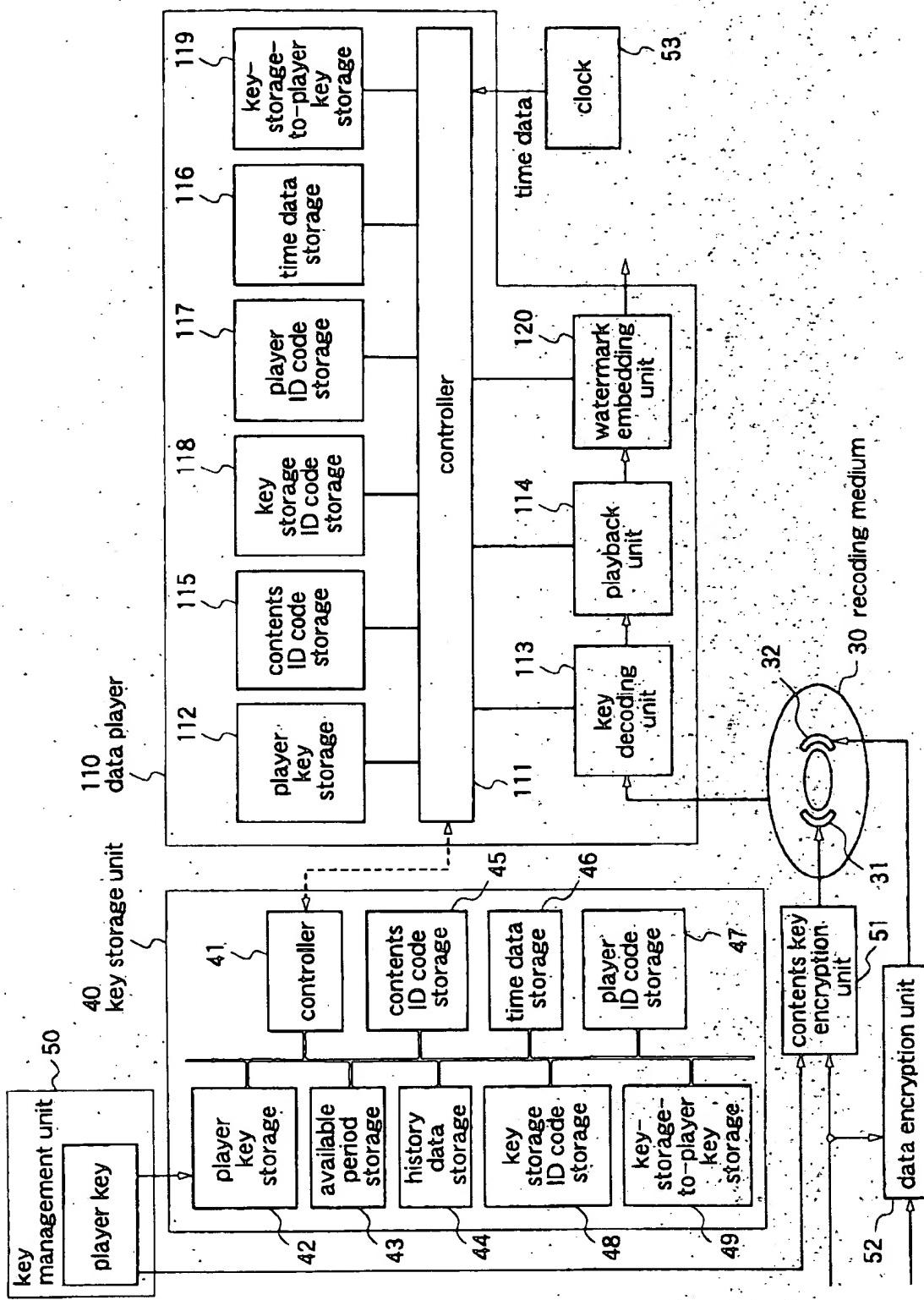


Fig.5

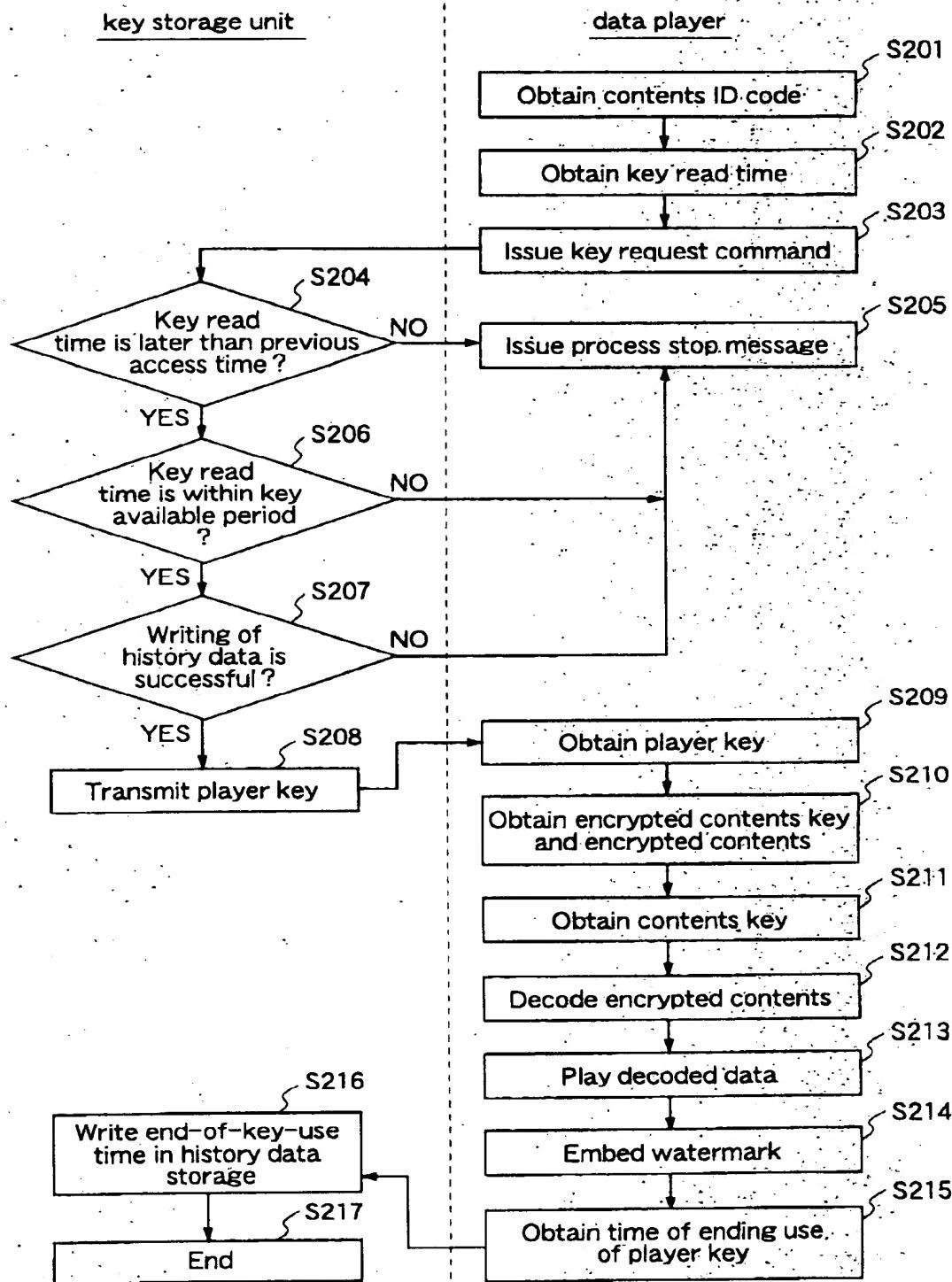


Fig.6

key available time	key nonuse period	hash value 1
	key available time	hash value 2
start time 1	player ID code 1	contents ID code 1
end time 1	player ID code 1	contents ID code 1
key nonuse period	end time 1	hash value 4
start time 2	player ID code 2	contents ID code 2
end time 2	player ID code 2	contents ID code 2

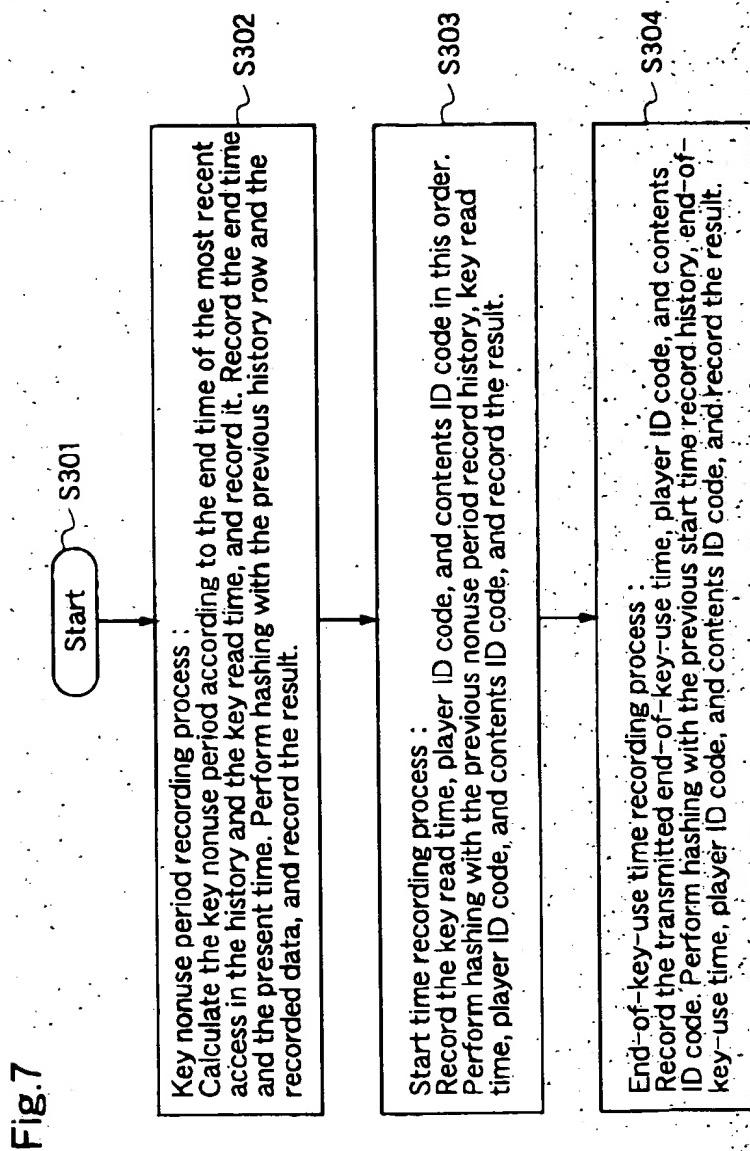


Fig. 7

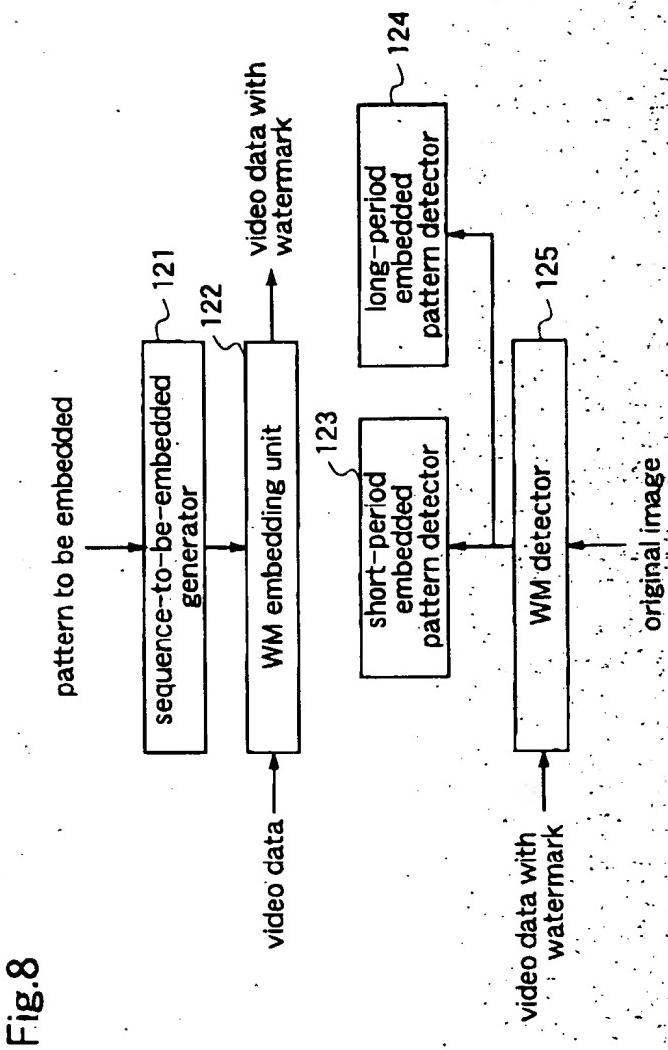


Fig.9

pattern to be embedded 0110 0101 1100 1010
6 5 C a
6 5 C a 0 0 0 0 6 5 C a F F F F

frame number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	...
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32		
6	5	C	a	F	F	F	F	6	5	C	a	0	0	0	0		
6	5	C	a	0	0	0	0	6	5	C	a	0	0	0	0		

Fig.10

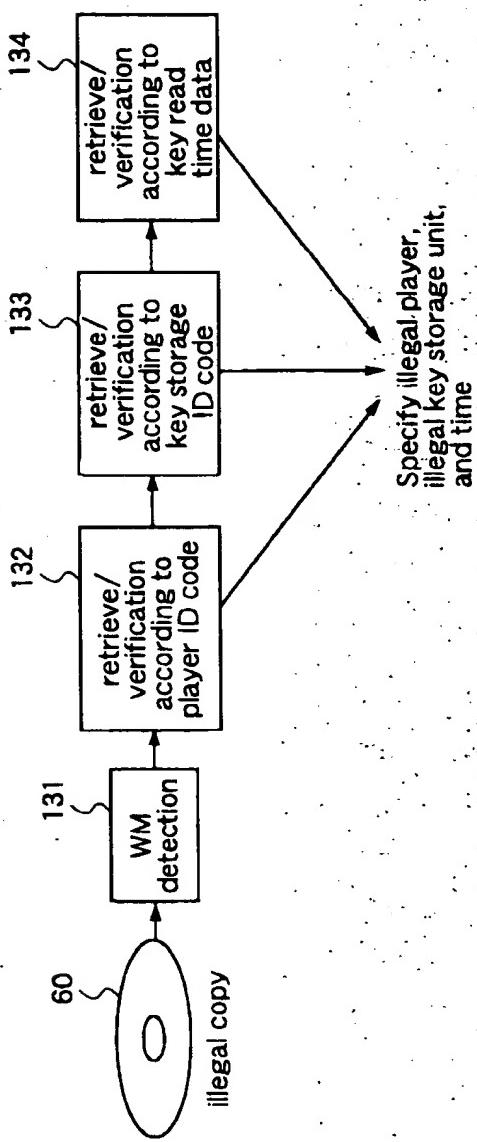


Fig.11

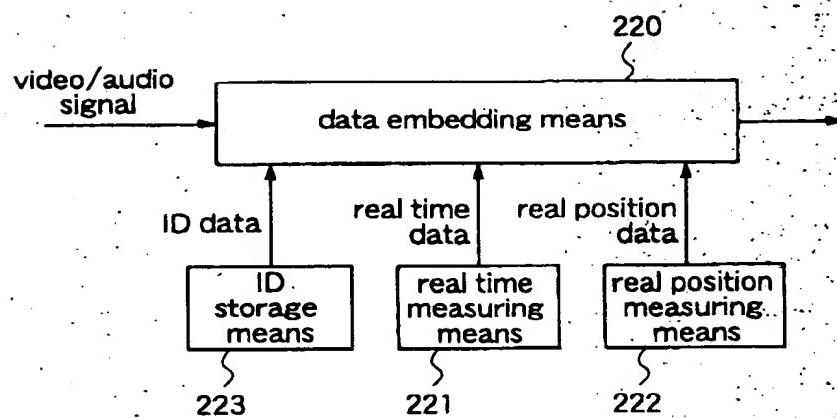


Fig.12

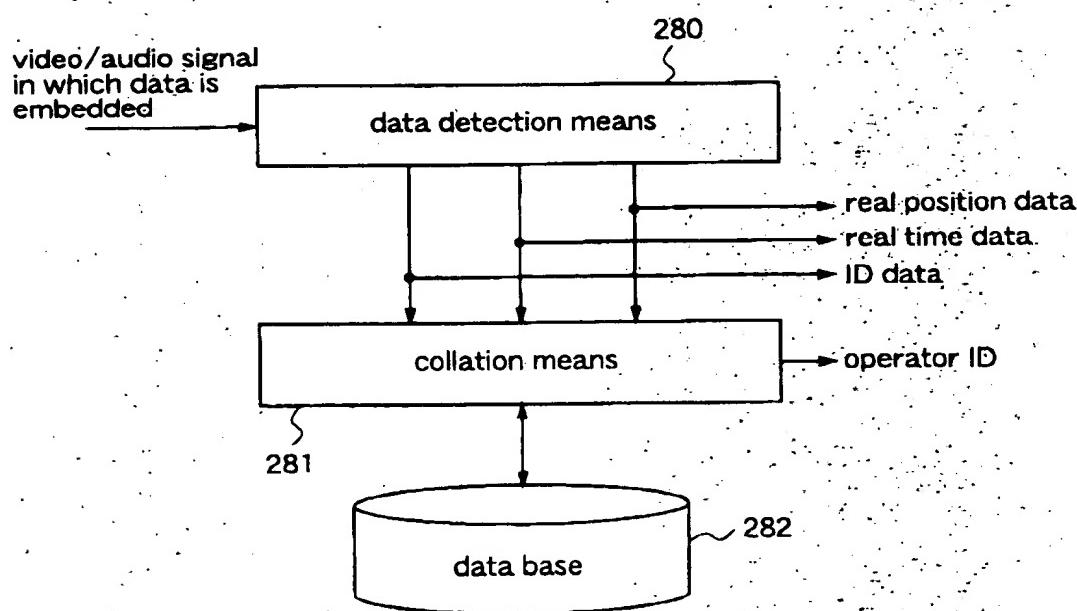


Fig.13

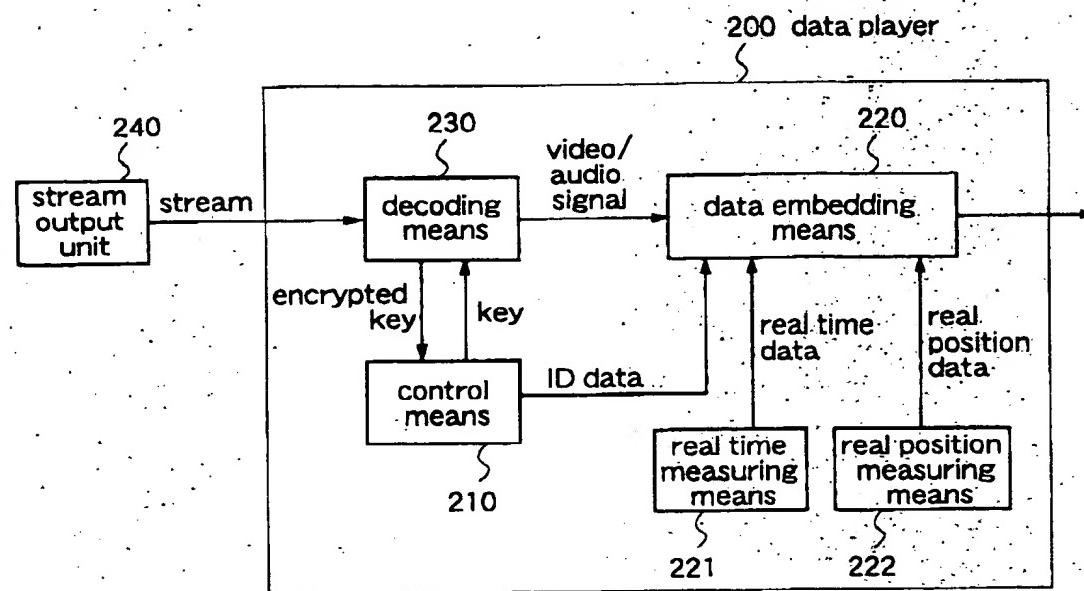


Fig.14

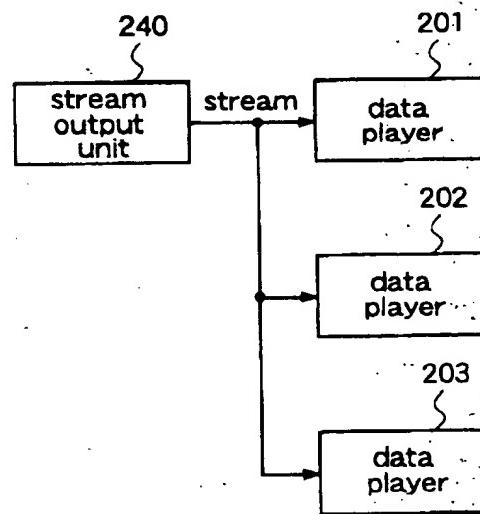


Fig.15

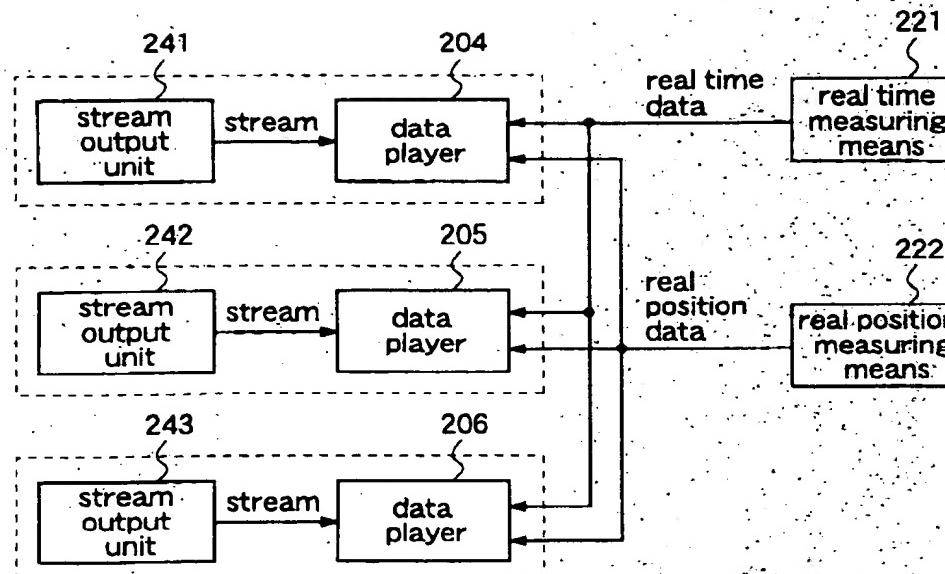


Fig.16

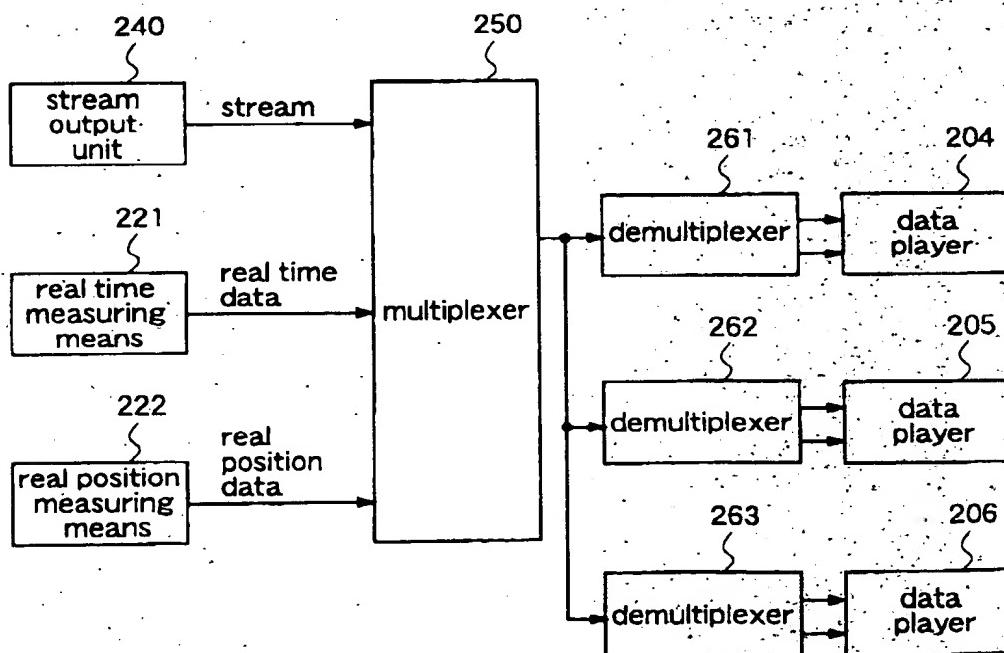


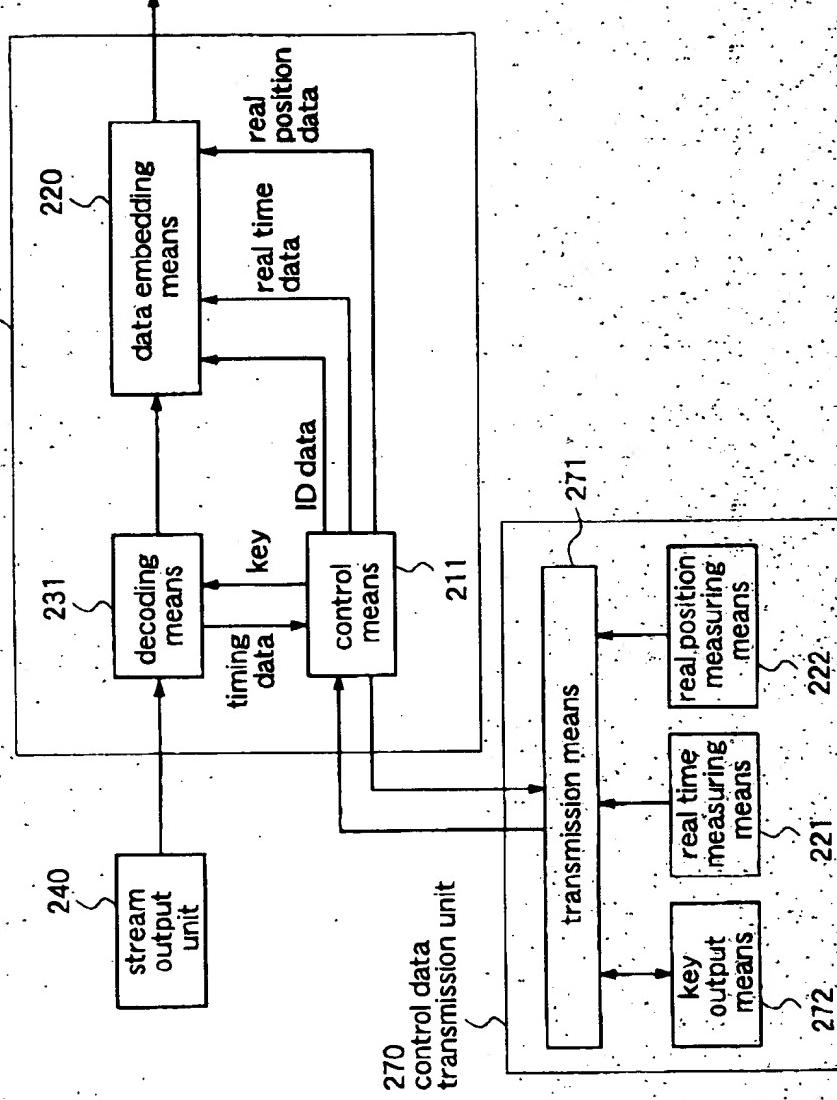
Fig.17
207 data player

Fig.18 Prior Art

